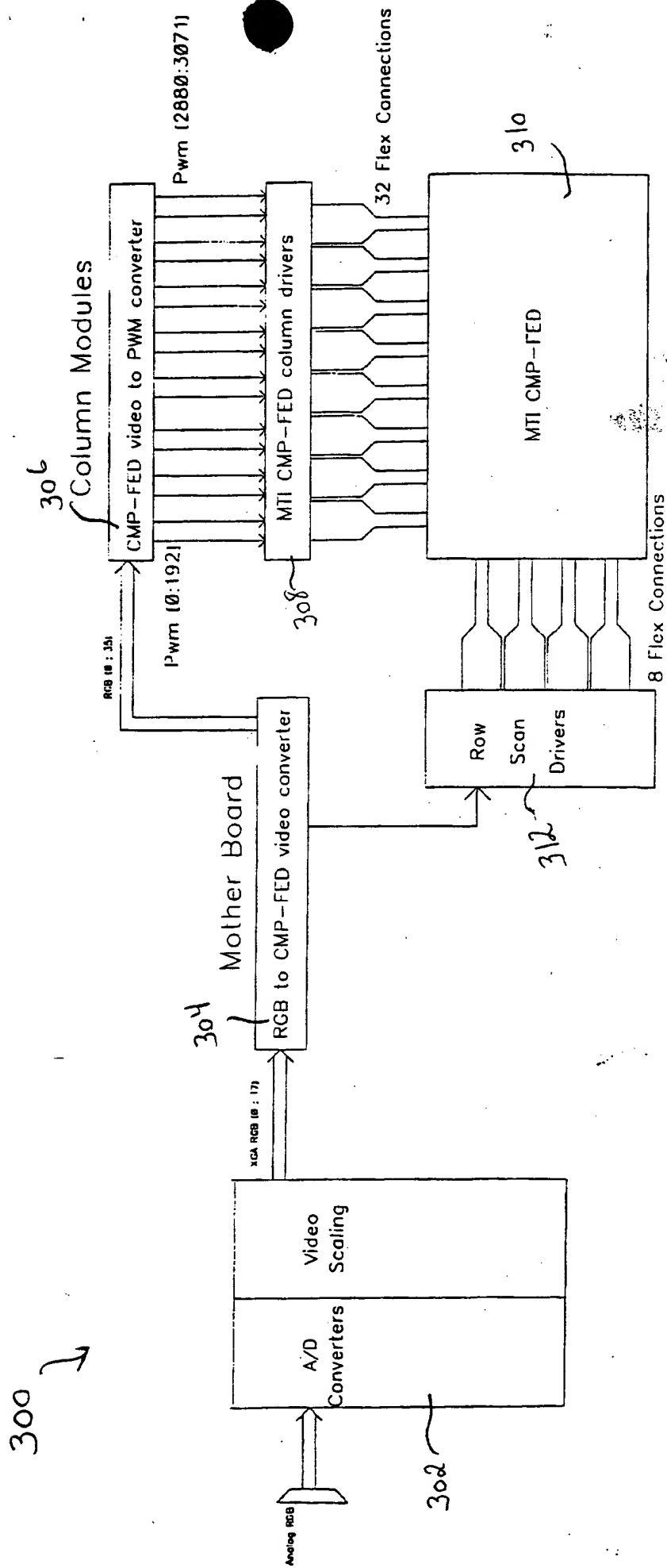


Figure 2



000220" 04T02960

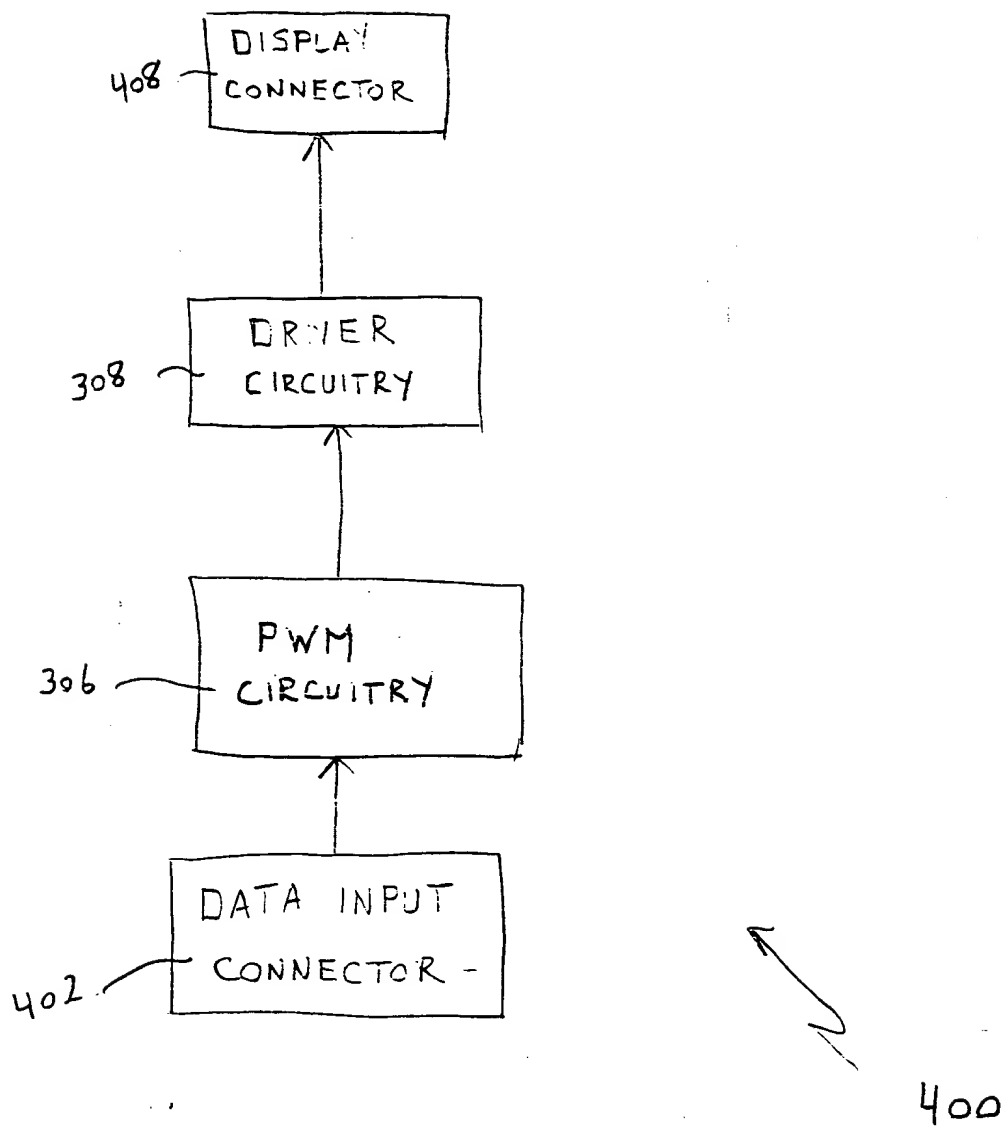


Figure 3

ODD COLUMNS

1	2	3	4	5	6	7
129 - 255 506	257 - 383 506	385 - 511 506	513 - 639 506	641 - 767 506	769 - 895 506	897 - 1023 506

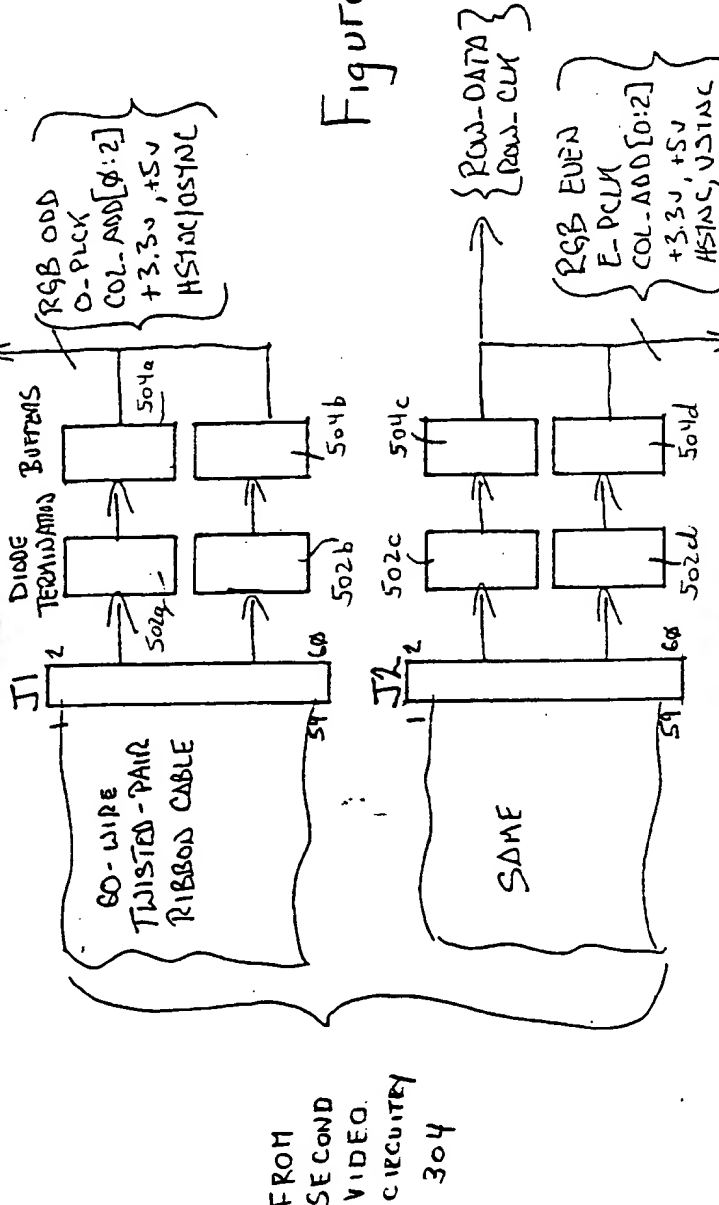


Figure 4

1	2	3	4	5	6	7
130 - 256 508	258 - 384 508	386 - 512 508	514 - 640 508	642 - 768 508	770 - 896 508	898 - 1024 508

EVEN COLUMNS

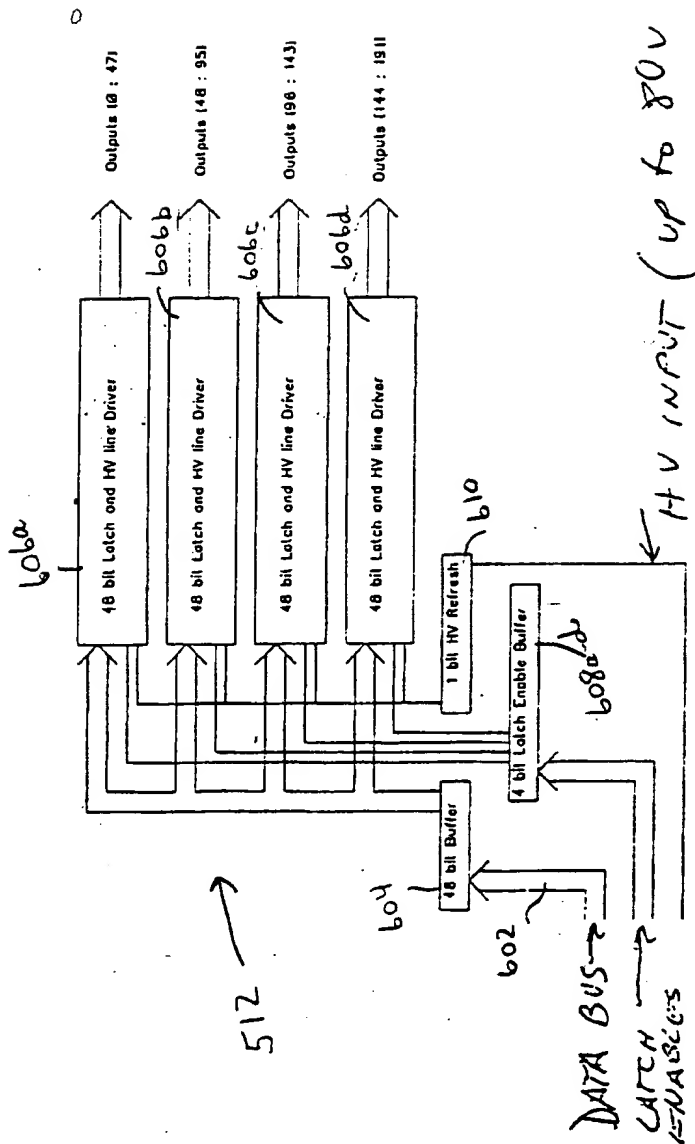


Figure 5

DATA — 10 — HOUT (1 of 192)
 DFF + CLK'S HOUT " 04402360

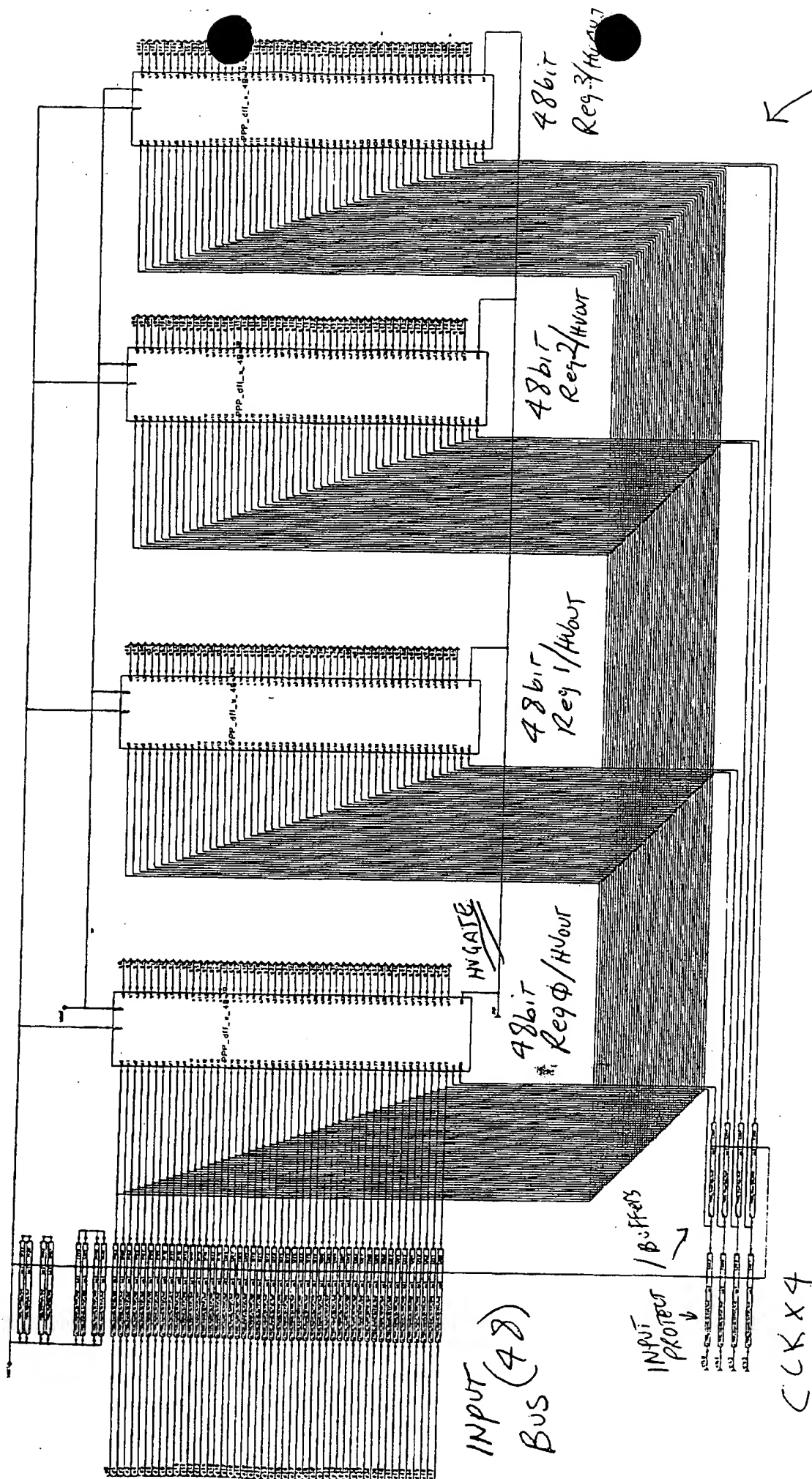
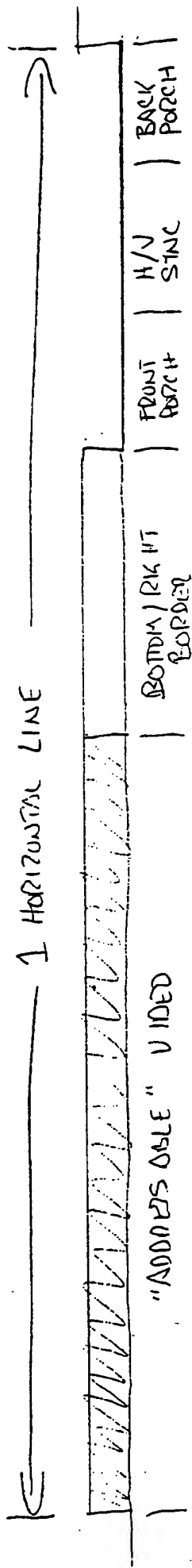


Figure 6

VIDEO TIMING (BASED ON VESA 1024 x 768 @ 60 Hz STANDARD)



DIGITAL TIMING

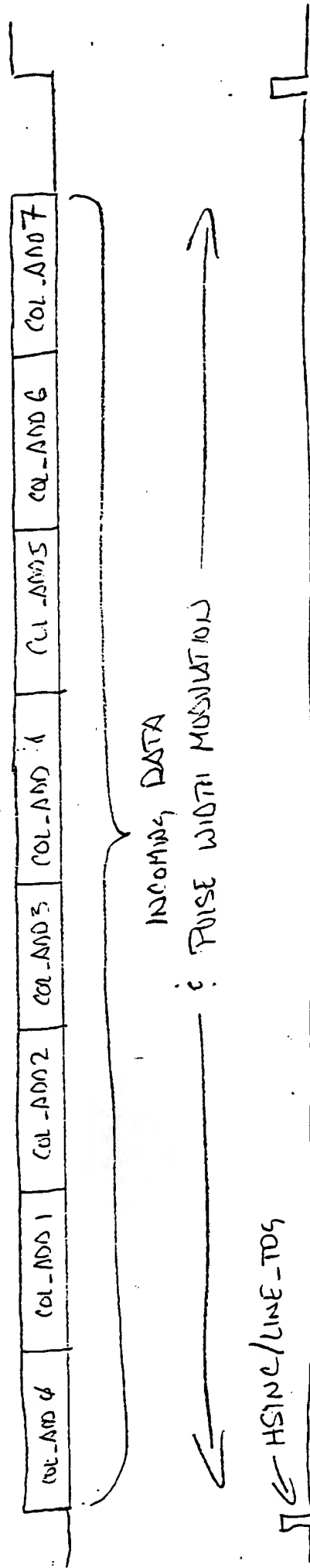


Figure 8

000270" 04T02950

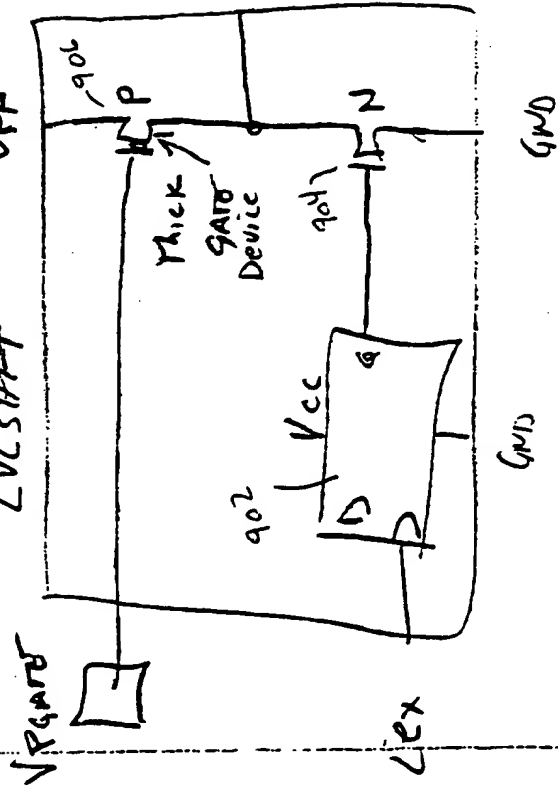


Figure 9A

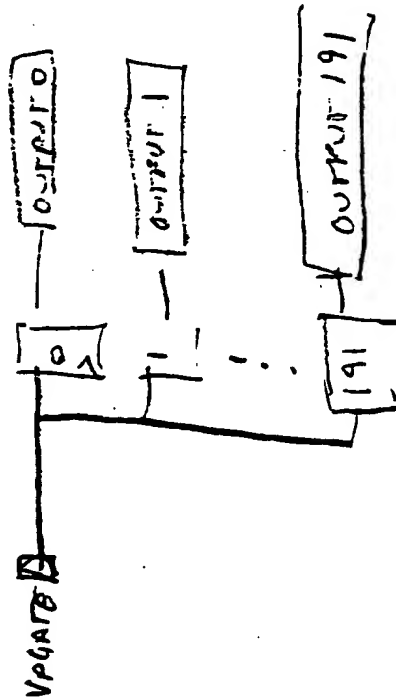


Figure 9B

OUTPUT

pull all outputs
high during
Refresh

$V_{PP} - V_T$

V_{GATE} on

Figure 9C

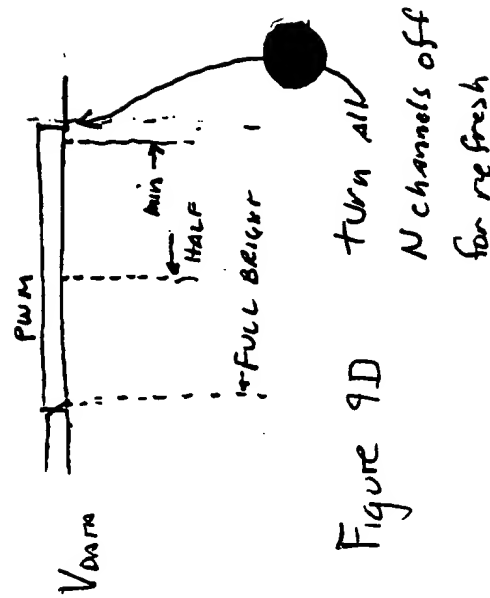


Figure 9D

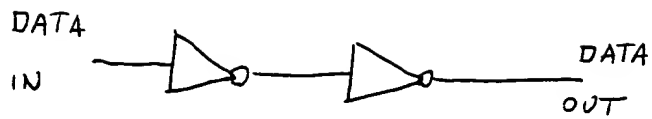


Figure 10A

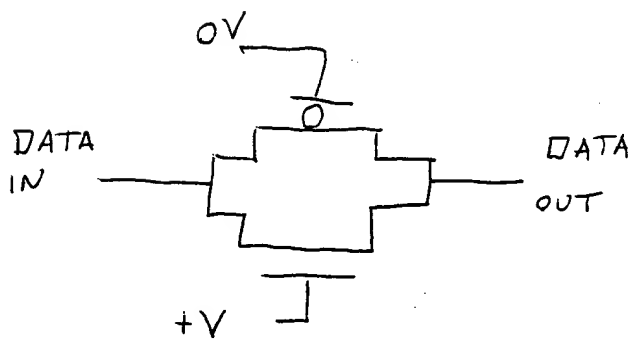


Figure 10B

09620140-072000

$$T_{\text{VIDEO}} \leq \frac{1}{\# \text{ Rows} \cdot \text{Refresh}} = \frac{1}{768 \cdot 72} < 18 \mu\text{s}$$

use this full 18 μs - standard valid video will be about 80% or 14 μs

Fig. 11A
HS

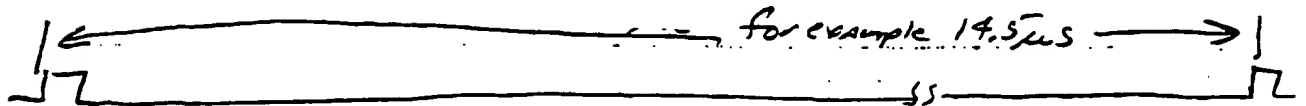


Fig. 11B
VIDEO

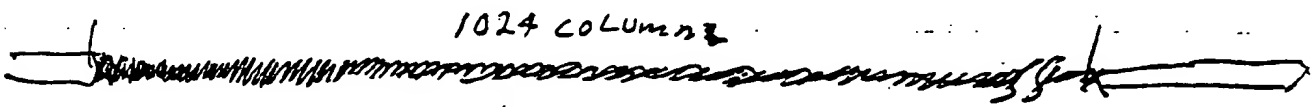


Fig. 11C
Pixel
CLOCK

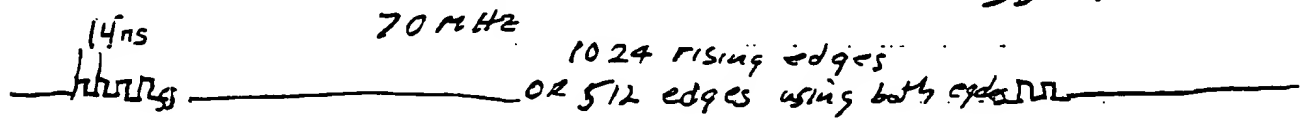


Fig. 12A
HS

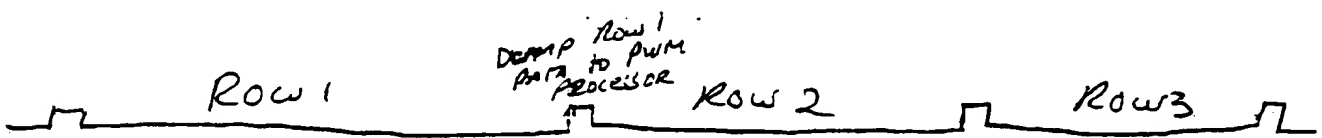
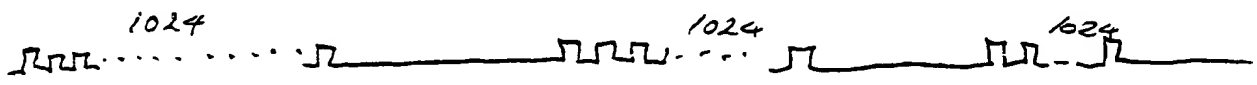


Fig. 12B
VIDEO



Fig. 12C
Pixel CLK



VIDEO TO PWM CLK

Fig. 12D

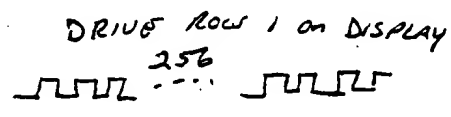


Fig. 13

